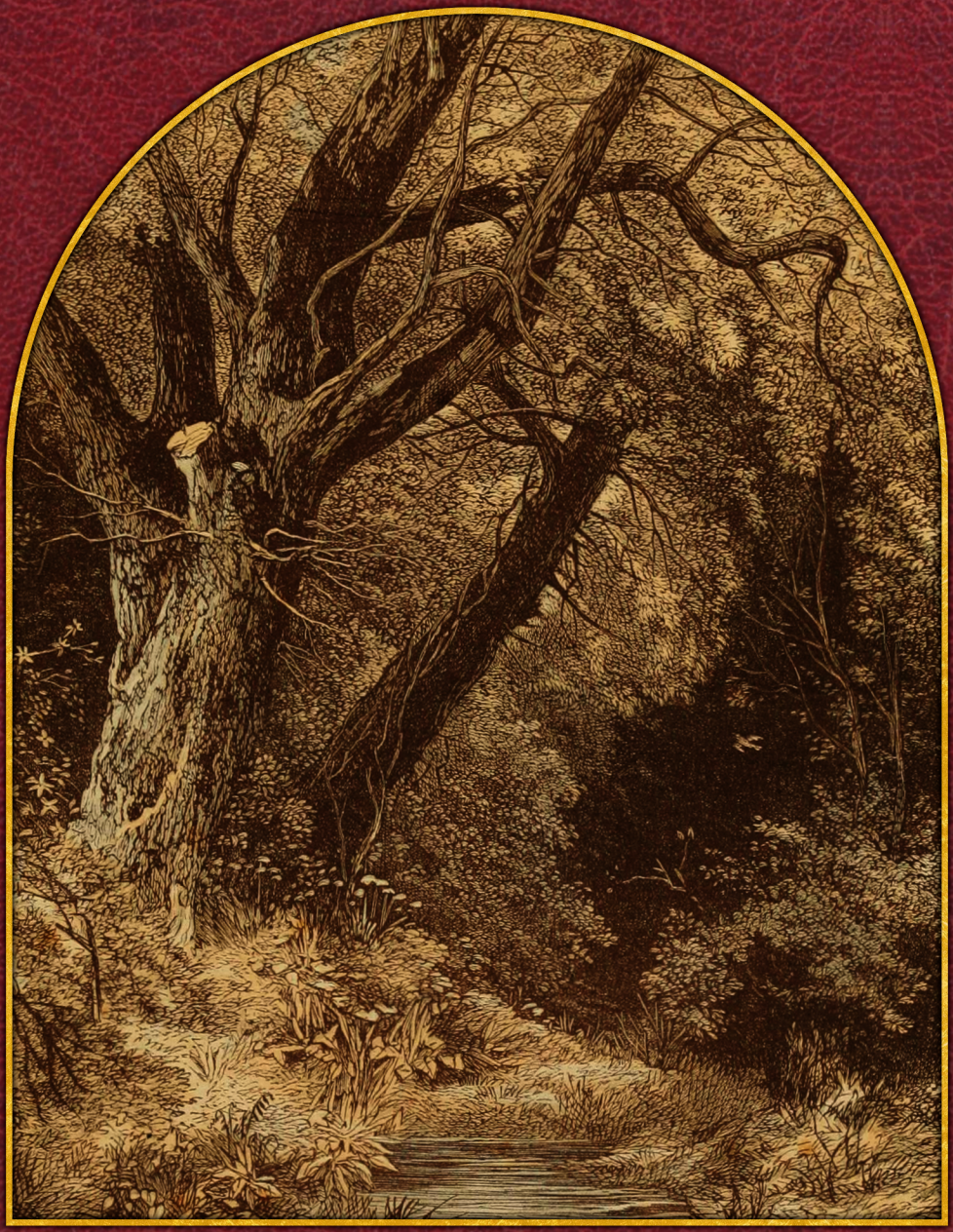
Bumbleberry Forest



Kamila Zalewska-Firus

FIREBALL

BUMBLEBERRY FOREST

Author

Kamila Zalewska-Firus

Contributors

Jarosław Bomba, Łukasz Kołodziej, Konrad Pawlus, Tytus Rduch, Karol Ulatowski, Maciej Sznurkowski, Jędrzej Śmietański, Aleksandra Cybulska, Richard Sanders

Translation into English

Janek Sielicki

Tests

Jakub and Gniewko, Kuba and Mateusz, Olga Strażnik Lasu, Bartosz, Kuba and Maciek Grynka, Magda and Piotrek Grynka, Asia K., Paweł Kłodowski, Iga Perka, Marcin Perka, Paweł and Pola Rachwał, Julia, Przemek and Natalia T., Antek Wrzosek, Piotruś Wrzosek, Staś and Michał Woźniczak.

Cover art

Myles Birket Foster

Interior art

Palmer Cox

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Wersja

v1.1, april 2019

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Introduction

Bumbleberry Forest is a roleplaying game in which adults run adventures for children, who take on the roles of helpful elves: the Guardians of the Bumbleberry Forest. The game does not promote violent solutions and even 3-year-olds can participate, with adult supervision.

Participants

The game is designed for 2 to 6 players. One of them (typically an adult) is the Narrator, the others (usually children) are player characters.

• The players create their Guardian elves and use the character's abilities to complete a quest.
• The Narrator describes the fantastical make-believe world and uses the game mechanics and their own imagination to make the quest even more educational and exciting. Later in the book you will find tips and advice on playing roleplaying games with children. The Narrator should read that chapter thoroughly before running the game.

Game aids

To play, you need this manual, six-sided dice, paper, and pencils. Each Guardian should have a blank copy of the character sheet, which you can find at the end of the book.

The setting

In the Bumbleberry Forest elves and friendly animals live in harmony… and far away from humans. Elves live in villages which are hidden from human eyes deep in the forest, in tree trunks or in burrows, with animals as their neighbors. In the game, children assume the roles of the Forest Guardians: young elves who help other woodland creatures. Their main goal is to discover who they want to be in the future. They discover this goal by undertaking and completing different quests. The Guardians are a respected and valued members of the elf society: they fight dangerous animals, explore the forest to find items their village needs, and help anyone who needs help. There are many Guardian Posts hidden in the woodland, where they can rest and regenerate during a quest.

Guardians

At the start of the game each child rolls a six-sided dice and compares the result with the table on the next page. This determines the Guardian type for that player's character. Each type has different advantages, talents, and equipment the players can use during the game.

Roles

Wynik	I'm a…	…I'm good at
1-2	Roll again	
3	Tough	fighting, lifting things, wrestling etc.
4	Fixit	crafting, climbing, escaping, sneaking etc.
5	Smartie	solving riddles, learning, healing, making plans etc.
6	Trickster	cheering up, persuading, performing, seeing through lies etc.

Now, each player should copy the information about their Guardian type onto their character sheet. Each Guardian type starts with one talent and two more talents to unlock during the game. See page 18 to learn how to unlock talents. Each Guardian type begins with different set of useful items. The items make different actions easier, and players can find better items during adventures. Items bonus caps at +6.

Tough

They're resilient, powerful and can withstand a lot.

Abilities	Strength 6, Agility 3, Intelligence 3, Charisma 3, Health 5, Power 4
Talent	I help carry heavy things
Locked talents	I help with construction, I guard at night
Equipment	Spacious backpack +1, hand axe +1

Fixit

They're agile, fast and seem to be everywhere.

Abilities	Strength 3, Agility 6, Intelligence 3, Charisma 3, Health 5, Power 4
Talent	I run like the wind
Locked talents	I climb quietly, I swim like a frog
Equipment	Grass rope +1, climbing shoes +1

Smartie

They know a lot, solve riddles, and learn fast.	
Abilities	Strength 3, Agility 3, Intelligence 6, Charisma 3, Health 5, Power 4
Talent	I tend wounds
Locked talents	I know a lot about plants, I know a lot about animals
Equipment	First aid kit +1, wicker basket +1

Trickster

Excellent orators, musicians, singers, they can cheer you up.	
Abilities	Strength 3, Agility 3, Intelligence 3, Charisma 6, Health 5, Power 4
Talent	I ask an animal for help
Locked talents	I cheer up, I make a show
Equipment	Musical instrument +1, treats for animals +1

Character Details

Once players have their character types, each player rolls a dice six times to determine the character's special features. Although they do not directly affect the gameplay, they make the Guardians more interesting and colorful.

Character Details

Result	**1**	**2**	**3**	**4**	**5**	**6**
Body	Lithe	Delicate	Fit	Graceful	Petite	Muscular
Voice	Warm	Lilting	High pitched	Loud	Low pitched	Quiet
Personality	Happy	Helpful	Mischievous	Caring	Brave	Open
Face	Suntanned	Pale	Scarred	Freckled	Dimples	Turned-up nose
Favorite food	Wildberry juice	Honey	Fried boletus	Dog rose jam	Nuts	Nettle lemonade
Skill	Ropemaking	Cooking	Woodcarving	Sewing	Tracking	Pottery

Nickname

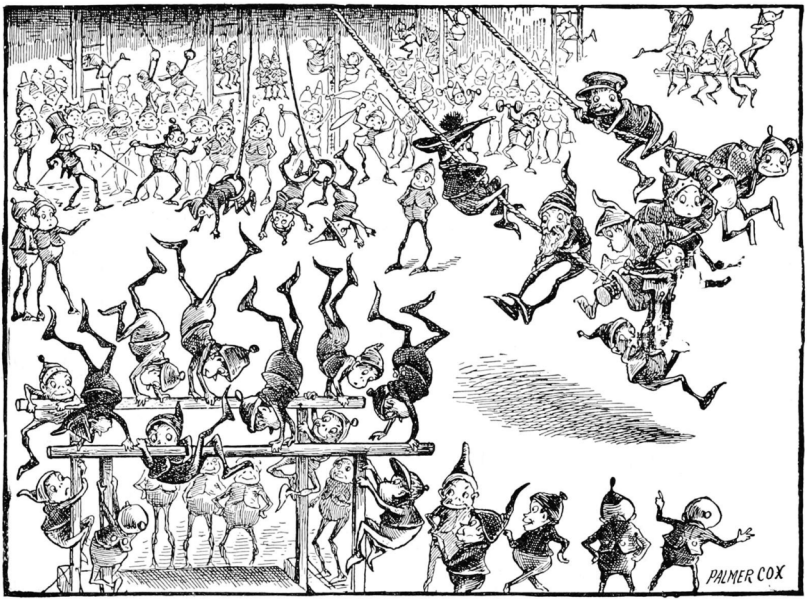
Elves love using nicknames based on nature. The players may come up with their own or roll twice on the table below:

Ksywka

Result	1	2	3	4	5	6
1	Birchtree	Pinecone	Oakling	Chestnut	Yew	Rowan
2	Cep	Chanterelle	Milkcap	Puffball	Truffle	Boletus
3	Dew	Brook	Drizzle	Haze	Creek	Fost
4	Aronia	Strawberry	Raspberry	Blackberry	Blueberry	Wildberry
5	Poppy	Daisy	Iris	Heather	Chamomile	Lily
6	Star	Sunshine	Cloud	Sunray	Moon	Breeze

Gold

Each Guardian begins the game with 10 gold pieces. During the game they can earn more by selling items acquired during the adventures.



When the players have their Guardians ready, the Narrator should generate a quest for them. It is best to begin with minor quests and later move on to the more dangerous and rewarding missions. The Narrator may allow children to simply select the most interesting options in each table. If some of the children are shy or unsure of their abilities, a helpful animal may accompany their Guardians.

Minor quests - tasks

Each adventure should start with Guardians helping someone in the village or the forest. It's best if the tasks require planning and preparations. For example, a task of harvesting wild strawberries might require the Guardians to prepare sandwiches, repair wagon wheels, and convince a couple of mice to pull the cart. When the players are busy making plans, the Narrator should offer them opportunities for decision making, such as designing a cake shop's interior or coming up with ideas for playground toys.

This stage may have an educational goal: an adult elf can teach the Guardians (and therefore the children) how bread is made, what a cobbler is, or how leftover bottles endanger forest animals.
To generate a minor quest, roll twice and check the results in the table below.

Quest

Result	1	2	3	4	5	6
1 - Harvesting	Strawberry and blueberry for juice	Mushrooms to pickle	Raspberries and blackberries for syrup	Hog rose petals for jam	Grass seeds for bread	Herbs for medicine
2 - Constructing	A home inside a pumpkin	Larder with a cellar and drying room	A Guardians' Forest Post	A hospital in a hollow	Playground	A log hut with stone underpinning
3 - Help the doctor	Get an ill elf from the second floor	Bed linens and bandages washing	A trip through a tunnel to a sick mole	Filing a lazy beaver's teeth	Convince bees to share their honey	Delivering vitamins for weak hatchlings
4 - Help	Stovemaker	Baker	Pharmacist	Postman	Carpenter	Chimney sweep
5 -Tame a young	Fox	Boar	Otter	Squirrel	Duck	Deer
6 - Other	Clean trash after humans	Find a lost elf	Organize a forest fair	Save a dog tied to a tree	Hang a knocked off bee hive on a tree	Disarm poacher's traps

Important quests - journeys

When players feel confident with the rules and help someone in the village or the forest, the Narrator may give them a more important quest, ideally one that requires them to travel to an interesting place. The Guardians should make plans, prepare for the mission and during the adventure see new places, the animals who live there, and their behavior and needs.
To generate an important quest, roll dice five times and check the results in the table below.

Quest						
Result	**1**	**2**	**3**	**4**	**5**	**6**
Go to	Feeding rack	Old Oak	Fern maze	Car wreck	Overgrown orchard	Burned forest
And deal with a	Fox	Marten	Viper	Hawk	Wildcat	Owl
As well as	Lizards	Giant ants	Grass snakes	Wasps	Toads	Spiders
To find/get/buy/copy						
An important	Treasure	Memento	Project	Map	Letter	Last will
Which was	Misdirected	Hidden	Stolen	Divided	Lost	Sold

Grand quests - expeditions

After the Guardians help villagers and meet animals from the forest, the Narrator may offer an expedition to a human settlement. Elves need resources that can only be found in human homes. In exchange, they chase off vermin they find there. But humans cannot see them or discover their presence.

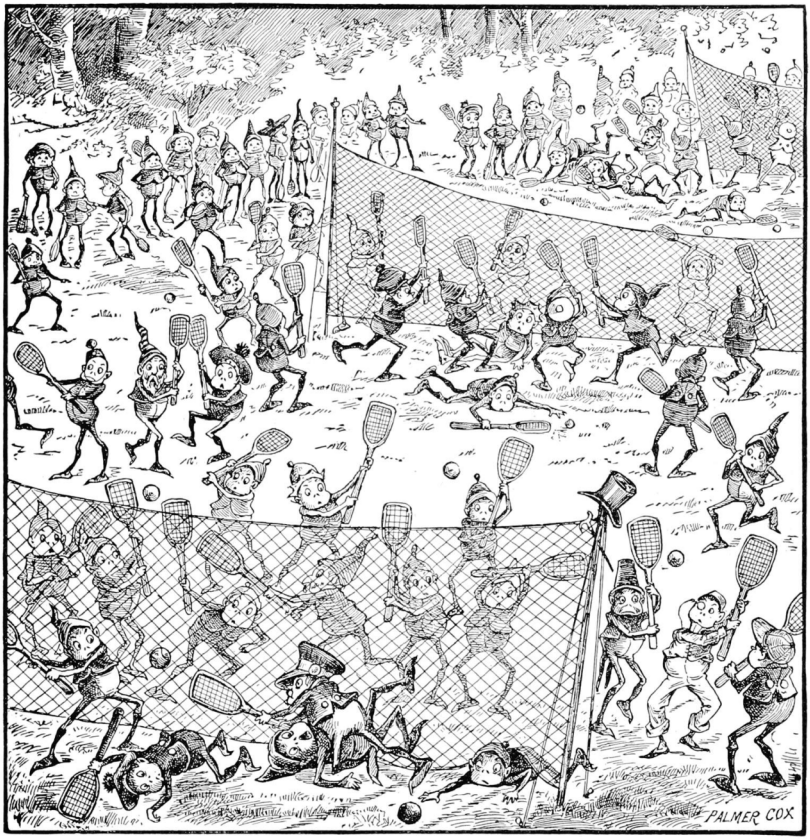
For example, the Narrator may decide that there is a ranger's lodge not far from the elf village. Four humans live there: ranger Robert with his wife Rachel, their four-year-old daughter Rose, and five-year-old son Robin. They have a large dog named Dumpling and a fat cat named Cake. There are rats in the house, and the elven law states that if Guardians deal with the vermin, they are allowed to take a reward. However, Dumpling and Cake may decide that the Guardians are unwelcome guests, or Rose and Robin may secretly befriend the elves.

To determine why exactly the Guardians journey to a human home, roll a dice twice and check the results on the table below.

Quest						
Result	**1**	**2**	**3**	**4**	**5**	**6**
1. For preserves	Salt	Salt	Salt	Sugar	Sugar	Sugar
2. Medicine	For Cold	For Flu	A little pick-me-up tonic	Stomach ache	Minerals	Disinfectant
3. Material	Fabric	Paper	Pencils	Threads	Tissues	String
4. Detergents	Soap	Toothpaste	Shampoo	Washing powder	Dish soap	Stain remover
5. Crafting	Wire	Fishing line	Mortar	Nails	Sheet metal	Glass
6. Food	Seeds	Spices	Tinned food	Tea	Cocoa	Chocolate

The future

During each quest, the elves should have opportunities to meet different creatures and learn about their behavior and life goals. The Guardians should also try to complete various tasks. After each mission the Narrator should encourage the players to consider if their characters already know who they want to be in the future, after their work among the Guardians is over.



After creating their Guardians, the players select one of their quests. By interpreting its components, the Narrator describes the place the characters visit, as well as the animals they encounter.

Turn order

The Narrator determines the order in which each character and animal will act by checking each participant's Agility score.

Turns

During an encounter, each character and each animal have their own turn. The player controlling their Guardian elf describes one action they take on their turn.

Actions

An action may be any activity, as long as the players agree that it is possible for the creature to perform it. An action may affect any number of creatures and result in different consequences for each of them.

Consequences

When a player or the Narrator describes an action, they select the action's consequences from the following list:

- Losing/Gaining a point of health,
- Losing/Gaining a point of power,
- Losing/Gaining an item,
- Losing/Gaining a turn,
- Negating/forcing a certain action/reaction,
- Other consequences accepted by everyone.

Reactions

The person controlling the creature targeted by the action describes a counter-action, taken in response to the action affecting them. As with actions, reactions must be universally accepted by the participants, and they must result in one of the consequences from the list. They must also directly affect the creature that provoked the reaction.

Checks

In order to determine whether an action or reaction succeeds, each side performs a check by rolling a dice and adding the result to one ability score and one item bonus. The player determines which item and ability score best suit the given situation. The side whose total score is lower suffers the consequences that were determined before the check. If there is a draw, the check should be repeated.

- **Talents** – if a character or animal take an action listed among their talents, the player may spend one power point to roll one extra dice and add the result to the check's total score.

Challenges

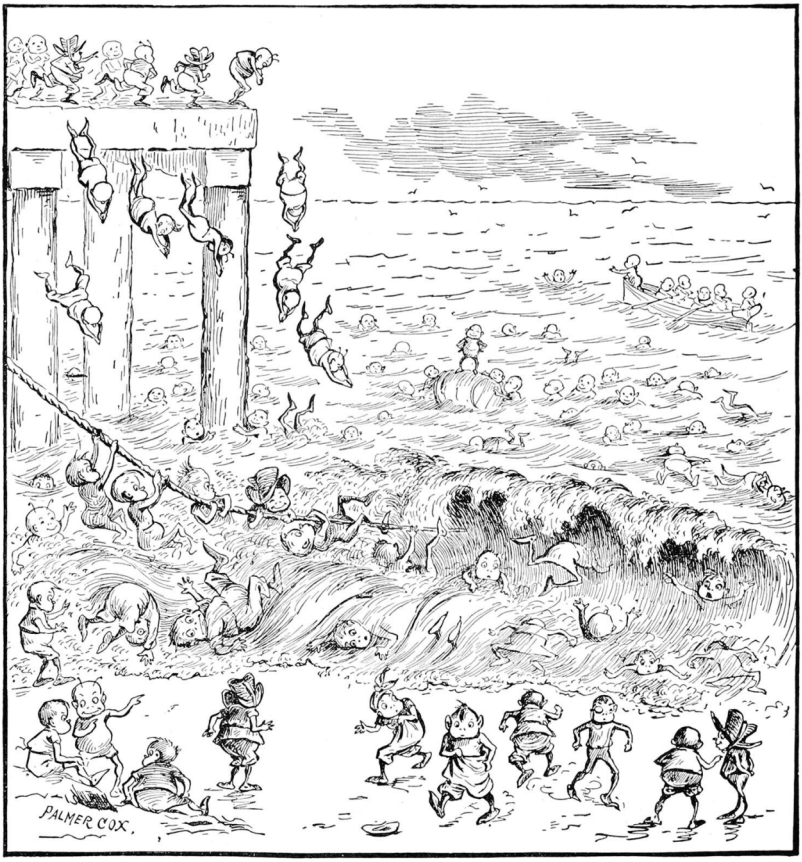
When an action targets an object or is an attempt to help an ally, the Narrator decides about the task's difficulty score OR adds up the results of up to four dice rolls. If the action score is higher that this number, the action succeeds. Before the test, the Narrator should also determine the consequences of a failure.

Incapacitation and escape

A creature or character that loses all health points is knocked out and does not participate in the game until someone takes care of them: tends the wounds, gives something to drink, or cheers them up. If all Guardians have been knocked out, the quest fails and the Guardians must wait until someone else finds them or one of them wakes up. If all Narrator's animals have been knocked out, the quest is victorious and the elves receive reward.

• **Escape –** most animals won't fight until they are knocked out. If they start losing a fight and have only one Health point left, they'd rather run away than get knocked out. If they're knocked out, they escape as soon as they regain consciousness. The Guardians may also try to make an animal run away. This requires a Strength check, if the Guardians engage the animal in combat, OR a Charisma check, if the Guardians try to scare the opponent away. To escape, a character must make a successful Agility check.

Safe haven



After a victorious quest, the Narrator rewards the Guardians by describing their arrival at a safe, civilized place. There, the characters can visit any of the listed locations and prepare for other quests. A safe haven is an elven village or a Guardian Post.

Elf schools, libraries, and owls' holes

By visiting those places, the Guardians increase their abilities, health, power, and unlock the locked talents. However, training costs money. To determine the cost, roll the number of dice equal to the new value of an ability score, or the number of tal-

ents, and add up the results. A Guardian may have a maximum of six talents, and their ability scores cannot exceed six. Players can come up with new talents, but they should be thematically suitable and shouldn't be too broad.

Inns, hotels, guest houses

They allow characters to regain lost health and power points equal to, respectively, their strength and intelligence per night. To determine the cost per night, roll a dice for each night.

• **Resting in the wilderness** – camping away from a safe haven is free, but after each night the Narrator rolls a dice. If the result is 1, the characters must deal with one extra group of animals, usually ants trying to steal some food or resources.

Caravans, guides and Passenger Elk

They allow the Guardians to travel to another area of the Forest and attempt to finish a quest there. Roll one dice to determine the length of the journey (in days).

• **Trailblazing** – the characters can travel off roads for free, but after each day the Narrator rolls a dice. If the result is 1, the characters must fight one extra group of animals.

Marketplaces, shops and travelling traders

Here, the characters can spend gold to buy new equipment or sell unnecessary items. To sell an item, its price is determined by the Narrator. To purchase an item, check the bonus it provides (from +1 to +6). Then determine the price by rolling a dice the number of times equal to the bonus and adding up the results.

Doctors, pharmacists, and healers

They heal those Guardians who were knocked out on quests, so that they can return to full health and power. To determine the cost, roll six dice and add the results. If the Guardians do not have enough money, they can perform an extra minor quest for the doctor.

Animals

The Guardians encounter different animals - some are tamed but others are wild and dangerous. A wild animal follows its instinct and can't talk. Tamed animals are those the Guardians have met and named before the animals grew up. The Guardians often patrol the Bumbleberry Forest to meet young animals, play with them and give them names. Later those animals grow into sentient beings who understand elves and are willing to cooperate with them: trade, serve as mounts, guides, or messengers.

Variety

Each quest comes with the strongest and the most common animals in the given area. However, the Narrator should spice things up by adding other creatures as well. Each animal also has a sample quest for the Guardians to undertake.

Ant

Health	Power	Strength	Agility	Intelligence	Charisma
2	2	3	2	2	1
Equipment	A swarm of friends +1				
Talents	I detect sweets				
Sample quest	Help ants clean the rubbish humans left.				

Badger

Health	Power	Strength	Agility	Intelligence	Charisma
6	5	4	5	5	5
Equipment	Badger claws +6, Badger fur +5				
Talents	I dig a hole, I smell fruit, I clean my burrow				
Sample quest	Will serve as a mount if Guardians knock some fruit off the trees in Overgrown Orchard				

Bear

Health	Power	Strength	Agility	Intelligence	Charisma
5	5	6	4	5	5
Equipment	Bear claws +6, bear teeth +5				
Talents	I steal honey, I shake a tree, I scare humans				
Sample quest	Taking a young bear back to its mom.				

Beaver

Health	Power	Strength	Agility	Intelligence	Charisma
3	3	4	3	3	2
Equipment	Beaver teeth +2				
Talents	I dive				
Sample quest	Convincing beavers to help irrigate elves' fields.				

Boar

Male or female

Health	Power	Strength	Agility	Intelligence	Charisma
5	5	6	5	4	5
Equipment	Boar tusks +6, hard skin +5				
Talents	I charge, I smell mushrooms (male) or I defend the young, I dig in the ground				
Sample quest	Convince a boar it shouldn't eat the nuts a squirrel stashed for winter.				

Crane

Health	Power	Strength	Agility	Intelligence	Charisma
4	3	3	3	2	3
Equipment	A crest of feathers +2				
Talents	I walk the swamps				
Sample quest	Help a shy crane find a partner for life.				

Elk

Health	Power	Strength	Agility	Intelligence	Charisma
5	5	6	5	4	5
Equipment	Antlers +6 *or* calf +6, hooves +5				
Talents	I dive, I traverse swamp and snow, I catch with my prehensile upper lip				
Sample quest	Convincing an elk to transport an elf expedition across a swamp.				

Fox

Health	Power	Strength	Agility	Intelligence	Charisma
4	4	3	4	4	5
Equipment	Fluffy tail +4, hen feathers +3				
Talents	I run away from dogs, I sneak into a henhouse.				
Sample quest	Reconciling two neighbors: the fox and the badger who share the same burrow.				

Grass snake

Health	Power	Strength	Agility	Intelligence	Charisma
2	1	2	2	3	2
Equipment	Shed skin+1				
Talents	I pretend I'm dead				
Sample quest	Help a grass snake overcome their fear of swimming and diving.				

Hare

Health	Power	Strength	Agility	Intelligence	Charisma
3	3	2	4	3	3
Equipment	Sharp teeth +2				
Talents	I run away in a flash				
Sample quest	Find a hare who will agree to work for Guardians as a messenger.				

Hawk

Health	Power	Strength	Agility	Intelligence	Charisma
5	4	3	4	4	4
Equipment	Sharp beak +4, nest ornamented with green plants +3				
Talents	I catch something mid-flight, I patrol my territory				
Sample quest	Convincing a hawk to deliver urgent air mail.				

Hedgehog

Health	Power	Strength	Agility	Intelligence	Charisma
3	4	3	2	3	3
Equipment	Sharp spikes +2				
Talents	I curl into a ball				
Sample quest	Help a hedgehog get out of a hole				

Lizard

Health	Power	Strength	Agility	Intelligence	Charisma
2	2	2	3	1	2
Equipment	Lizard tail +1				
Talents	I hide in sand				
Sample quest	Help a lizard suffering from hypothermia.				

Lynx

Male or female

Health	Power	Strength	Agility	Intelligence	Charisma
5	5	5	6	5	4
Equipment	Lynx claws +6, cub +5 (female) *or* lynx teeth +5 (male)				
Talents	I jump six feet, I sneak in the brush, I hide food				
Sample quest	Hiding and discovering who steals food from lynx's stashes.				

Marten

Health	Power	Strength	Agility	Intelligence	Charisma
4	3	4	5	4	4
Equipment	Sharp teeth +4, snail shell +3				
Talents	I find a hiding place, I harvest berries				
Sample quest	Convince a marten to help track poachers at night.				

Otter

Health	Power	Strength	Agility	Intelligence	Charisma
3	3	3	4	2	3
Equipment	Thick fur +2				
Talents	I swim				
Sample quest	Digging out an underwater hideout with ventilation holes under tree roots.				

Owl

Health	Power	Strength	Agility	Intelligence	Charisma
4	4	4	4	5	3
Equipment	Owl talons +4, soft feathers +3				
Talents	I glide silently, I scare with hooting				
Sample quest	Help a young owl get back to their nest.				

Partridge

Health	Power	Strength	Agility	Intelligence	Charisma
2	3	2	2	2	1
Equipment	Feathers +1				
Talents	I camouflage my nest				
Sample quest	Saving wet and cold hatchlings.				

Ranger

Health	Power	Strength	Agility	Intelligence	Charisma
5	3	4	4	5	4
Equipment	Binoculars +3, tranquilizer gun +2, first aid kit +1				
Talents	I know a lot about animals, I know a lot about plants, I know the forest's topography				
Sample quest	Secretly leading the ranger to an animal in need.				

Roe deer

Health	Power	Strength	Agility	Intelligence	Charisma
3	3	3	4	3	2
Equipment	Antlers +2				
Talents	I spot danger				
Sample quest	Tending the wounds of a roe deer mum, who has hurt her leg.				

Sparrow

Health	Power	Strength	Agility	Intelligence	Charisma
2	2	3	2	1	3
Equipment	A flock of friendly sparrows				
Talents	I bathe in sand				
Sample quest	A search for thick bushes near a human home for a new nest.				

Spider

Health	Power	Strength	Agility	Intelligence	Charisma
2	3	2	2	2	1
Equipment	Web +1				
Talents	I shoot sticky webs				
Sample quest	Convincing a spider to make bandages for first aid kits.				

Squirrel

Health	Power	Strength	Agility	Intelligence	Charisma
3	3	2	4	3	3
Equipment	Walnut +2				
Talents	I snatch something and run away				
Sample quest	Convincing a squirrel to build a nest for a Guardian Post.				

Toad

Health	Power	Strength	Agility	Intelligence	Charisma
3	2	2	1	2	2
Equipment	Toad venom +1				
Talents	I burrow in mud				
Sample quest	Acquiring some toad venom for a doctor elf.				

Viper

Health	Power	Strength	Agility	Intelligence	Charisma
3	5	4	4	4	4
Equipment	Venom fangs +4, scales +3				
Talents	I go under a rock, I disappear among leaves				
Sample quest	Acquiring some venom from a tamed viper, so it can be used to make antivenom.				

Wild bees

Health	Power	Strength	Agility	Intelligence	Charisma
1	2	2	2	2	3
Equipment	Pollen +1				
Talents	I call more bees				
Sample quest	Getting sugar for winter, because a hungry bear stole honey stores.				

Wildcat

Health	Power	Strength	Agility	Intelligence	Charisma
4	3	4	4	5	4
Equipment	Sharp teeth +4, striped fur +3				
Talents	I get along with house cats, I threateningly growl and arch my back.				
Sample quest	Get a wildcat's help in convincing the ranger's cat not to hunt elves.				

Wolf

Health	Power	Strength	Agility	Intelligence	Charisma
5	4	5	5	6	5
Equipment	Sharp teeth +6, scientist's transmitter +5				
Talents	I track, I scare with howling, I endure a long journey				
Sample quest	Take off a damaged GPS transmitter the ranger installed.				

In addition to using places proposed in this book, the Narrator may come up with other locations in the forest or near human settlements.

Feeding rack

A small meadow with wooden structures where rangers leave food for forest animals in winter. The ground around the rack is full of deer, elk, and boar tracks. Thanks to the place's popularity, it is easy to find a large animal here. Following a specific track may be difficult, though. The place is busy, and animals exchange gossip and information. The ranger brings apples, carrots, hangs corn cobs and animal fat, scatters seeds and egg shell pieces, and installs salt licks.

Old oak

This gigantic, thick oak with a lot of gnarled roots and branches once was a home for dozens of animals. But someone made the animals run away, and the sad tree is

slowly dying. An elf healer used to live here. She gathered herbs, healed animals and loved the tree. But she's gone, and her cozy hut in the oak's heart is empty and silent. Now, someone should take care of the tree and animals, but first the intruder must be dealt with.

Fern Maze

Without a guide, it is easy to get lost in the dark, extensive corridors under ferns. There is little light and only a few rays of light get through the canopy of wide leaves. Paths crisscross the maze, connecting many places important for both animals and elves. It's also a good place to hide if you've done something bad or just need a secluded place to recover from injuries.

Car wreck

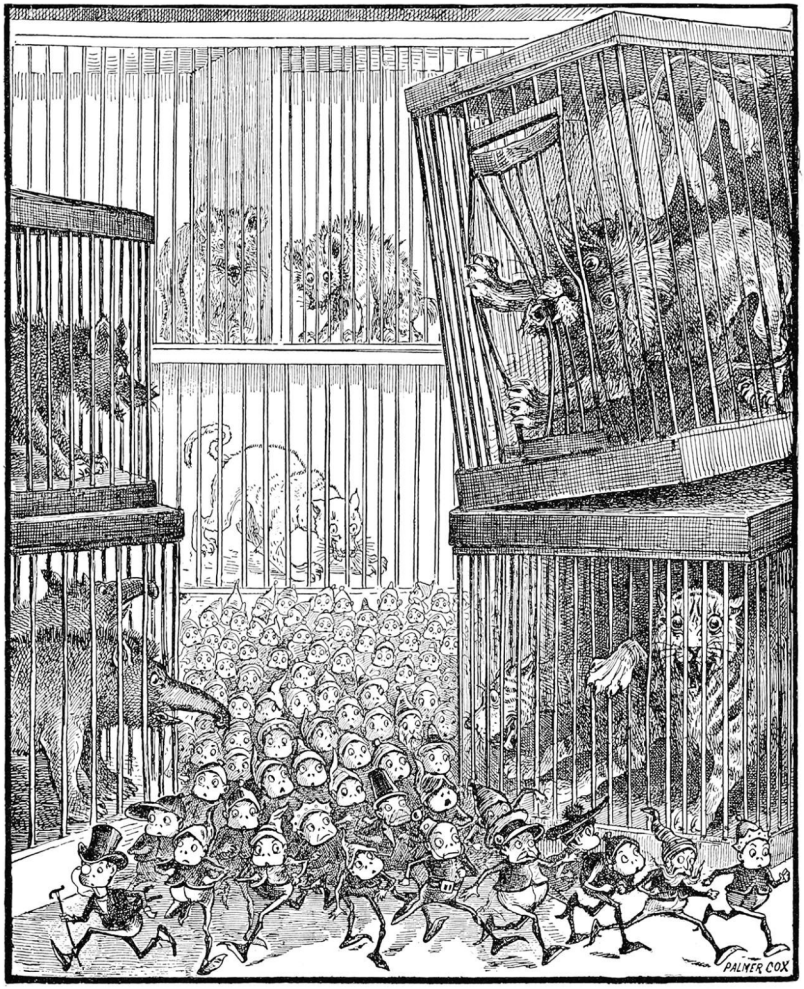
An old vehicle abandoned many years ago. The windows, lights and mirrors are smashed, and the tires are missing. The body is full of dents, the trunk is open, and there is no engine. It's a good place to hide from the rain, or suntan on the roof. Although it is rusted and dilapidated, industrious elves could use the resources it offers, such as mirrors, glass, faux leather or foam from car seats. There is only one problem: something lives there and it won't share, even though everything's going to waste.

Overgrown orchard

Long ago there was a human village in the forest. Today, only odd pits and ruined walls remain. The forest erases any human traces, but fruit trees have survived. Apple, pear, plum, and cherry trees produce fruit which animals love, and they always eagerly await until ripe fruit start falling!

Burned forest

It's a sad, unnaturally quiet part of the forest. Ash and the smell of burning drift in the air. Everything started with a bottle thrown out by a human, then a heat wave came. Hundreds of animals lost their burrows, nests and dens. Blades of new grass poke shyly across the desolation, which gives hope for the future. Those who escaped the conflagration are now afraid to return, but they need to find families and friends lost in the confusion.



Usually, children just want to roll dice and learn about the roll results, ignoring the game mechanics. They also quickly notice if other players have more things than them or better items. They often take failed checks really badly, even if the consequences are negligible If this happens, the Narrator might suggest to other players

that their friend needs help and they might want to support them. Changing failures into wins thanks to friends' help supports teamplay and boosts children's confidence. It also teaches that mistakes and failures are not the end of the world. Optionally, you may introduce experience points, which you award after each failed check: explain that the character is learning from mistakes. Five experience points can be spent to purchase a new talent, one thematically connected with the failed checks.
Bumbleberry Forest is a game about elves, but some children may actually dislike that. In that case, you can replace the elves with dwarves, fairies or other creatures from myths and legends. Even such a small change may convince a child to try the game.

Creative conflict resolution

During the game, try to emphasize that violence is not the only or universal solution and encourage children to come up with creative solutions for conflicts and problems. For example, the Guardians can make an Intelligence check to understand their opponent's motives and try to help them, because bad deeds are often a result of an individual's lack of good fortune. Before a combat you might want to ask Guardians for a Charisma check to learn the opponent's arguments. Then, they can present their own point of view and negotiate a solution. You can also suggest solving a conflict not with a fight, but with a friendly competition, such as a riddle contest (Intelligence checks) or sports championship (Agility checks). If a quest calls for an especially dangerous animal, you might want to run an extra quest first. During this easier adventure the Guardians will meet allies and will be able to turn to an adult non-player character for advice. This will show children that in order to protect them, parents need to know about the threats first.

Simplification

Although uncomplicated, the game mechanics can be simplified even more by using only four abilities: Strength, Intelligence, Power, and Health. In this variant, talents work automatically or are not used at all. Strength represents general fitness and is also used for Agility checks, and Intelligence encompasses Charisma. However, it's not a generally recommended solution.

Education

The animal quests are based on real-life animal behavior, e.g. partridge hatchlings are in danger if wet and cold. A sick animal may come to see an elf doctor because it ate

salty bread or candy some children left in the forest. This way you'll show the consequences of forest littering, giving unhealthy food to animals or overfeeding. You can also introduce tourist elves from abroad, who – through the Narrator – speak a foreign language, and the players learn or revise this way. Taking care of the guests requires communication, even if only with gestures.

Fairy tale elements

The Narrator should decide how fantastical the make-believe world is by describing the Guardians' equipment. If possible, the Narrator (and players!) may decide that, for example, elven backpacks are made of hollowed out acorns, bowls are walnut halves, swords - pine needles etc. The Narrator should also decide if the elves in their games like to recycle human litter. For example, elves can repurpose empty cans as their bathtubs, make umbrellas from plastic bags, homes in old tires, etc.

Between games

Children like drawing maps of Bumbleberry Forest and adding their own elements. For example, one little tester introduced a wizard character, for whom his Guardian procured magic potion ingredients. The game may also inspire children to art and crafts, such as making a chest of drawers by gluing matchboxes together, or an entire little house with empty boxes and cardboard.

You can also take children to a forest where you can explore and find paths, tree hollows or bushes, and then recall them when playing. The Narrator may also surprise their players: while playing, the Guardians may meet the real-life players walking through the forest!

Finally, I strongly encourage you to use this book as a coloring book. Allow children to color the pictures in Bumbleberry Forest - they can even add their own!

The injured deer

Below you'll find a simple adventure scenario with new characters and tips on running the game. It is especially recommended for the Narrators who are just starting their adventure with roleplaying games or who have never played with children. At the end you'll find suggestions on how to continue the adventure after it concludes.

Sample tests

Fixit Bladegrass (a player character) has a job of watering Grandma Rose's flowers. He has two watering cans, both heavy and full, but the flower patch is far from the well. The Narrator decides that transporting the cans requires a Strength check and sets the difficulty at 8. The player controlling Bladegrass rolls a dice and adds their Strength (3). The dice result shows 3, so the total result after adding Strength is only 6. That's less than 8, so Bladegrass is unable to pick up the cans. Another player, controlling a Tough named Hawthorne, wants to help. His Strength is 6, he also decides to use his talent "I help carry." He pays one power point for activating the talent and gets an extra dice for the check. He rolls two dice instead of one: 3 and 4. So 3+4+6 (Strength)=13. He effortlessly carries the cans to the flower patch. The Narrator could also suggest a cooperation between the two elves and lower the difficulty target number to 4.

1. *News*

Help in the village: the adventure starts with the Guardians helping an older elf in a garden. Ask the children what tasks their Guardians can do in the garden (water plants, clean old leaves). Let them describe their actions and roll dice to see how they're doing. Test Agility if the task requires manual work, Strength for carrying water or similar work, and Intelligence may be useful when separating useful plants from weeds.

Sparrow's arrival: a worried sparrow tells the Guardians that a young roe deer hurt her leg on a broken bottle some humans left in the forest. The sparrow is looking for a doctor and asks the Guardians to show him the way. When roleplaying different non-player characters, try to use different voices, act out their behavior and gestures.

2. *Doctor's house*

Buddy the Dog: The Guardians arrive to the clinic. It's locked and Buddy, a puppy abandoned by humans in the forest and adopted by the doctor, guards the entrance. The dog won't let anyone inside. You can describe him as a strong and smart dog, but

a bit naive. The Guardians may try to convince him to let them take bandages necessary for tending the deer's leg, at least until the doctor returns. The Guardians and Buddy make Charisma checks. If a Guardian's total score is higher than Buddy's, the dog agrees to show where the doctor hid the key. The players can take turns talking to him. Allow the children to try until one of them achieves success, but each time they should come up with new arguments.
The Guardians may also try to sneak around the dog. This requires an Agility check. If the total score is higher that Buddy's Intelligence check's score, the Guardian is successful. Buddy may use his talent I listen for intruders and use an extra dice for this test, adding the result to the total score.

Buddy the Dog

Health	Power	Strength	Agility	Intelligence	Charisma
3	3	4	3	3	2
Equipment	Grass collar +1				
Talents	I listen for intruders				

Packing the first aid kit: once the Guardians are inside the clinic, ask the children what they want to pack, for example: disinfectant, bandages, band aids etc. You may ask for an Intelligence check (you determine the difficulty or roll one dice to determine it randomly). If a player beats the difficulty on their check, you can tell them what items might be useful for helping the deer.

3. Onward!

Transport: ask the players whether they want to go on foot, or ask an animal for a lift (the conversation may be similar to the checks made to convince Buddy). If the animal refuses, other Guardians may try to negotiate or find another form of transport.
Greedy magpie: on their way, the Guardians meet a greedy magpie who wants the first aid kit for herself. The players declare what they do to stop her, and test the most suitable ability, for example Agility to quickly run away, Charisma to convince the bird to fly away, Strength if an elf wants to hold the kit and the magpie is trying to snatch it. This might be a good opportunity for showing how talents work. The magpie spends one Power and adds a dice for the check involving the talent.

Magpie					
Health	**Power**	**Strength**	**Agility**	**Intelligence**	**Charisma**
2	3	2	3	2	2
Equipment	Chocolate wrap +1				
Talents	I hold with my beak				

4. The roe deer

The deer is very scared (challenge: give the players a difficulty number to beat with a Charisma check to calm the animal), the wound is dirty (challenge: Agility check to clean the wound and another Agility check to dress the wound) and - because she is weak - she can't hold the leg up for treatment (a Strength check to help her). After the treatment, the deer asks for recommendations, and whether she should go to the doctor on her own or wait for him to come by.
If the children don't know how to solve a problem, give them a clue or ask for Intelligence checks. The child with the highest score gets a clue.

5. Continuation and ending

When they return, the doctor is back and asks the Guardians to report their adventure. He is extremely interested, asks a lot of questions, and finally he congratulates the Guardians, specifying each thing they did well. At this point try to congratulate each Guardian for a specific idea they had and let them know that they were successful because they helped each other and were a good team.

If you want to continue the adventure, use the elements already present in the story. For example, the players may plan to remove the dangerous bottle that hurt the deer. Or the deer may ask the Guardians to find the sparrow that brought help, thank him and give him a flower as a reward. Perhaps the doctor will appreciate the little helpers and will have more tasks for them?

Player

Bumbleberry Forest Character sheet

Character

Guardian type

Abilities

Strength	○○○○○○
Agility	○○○○○○
Intelligence	○○○○○○
Charisma	○○○○○○
Health	○○○○○○
Power	○○○○○○

Items

Talents

Locked talents

Appearance

Body	
Voice	
Face	
Personality	
Fav. food	
Skill	

Portrait

Quests

Take your kids to explore the Bumbleberry Forest. Meet the creatures who live there, and create amazing stories together.

Adventure awaits!

Our friends: